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XBOX 360

# BIRDS of STEEL

KONAMI

**WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

**Important Health Warning About Playing Video Games**

**Photosensitive seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

**What is the PEGI System?**

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu



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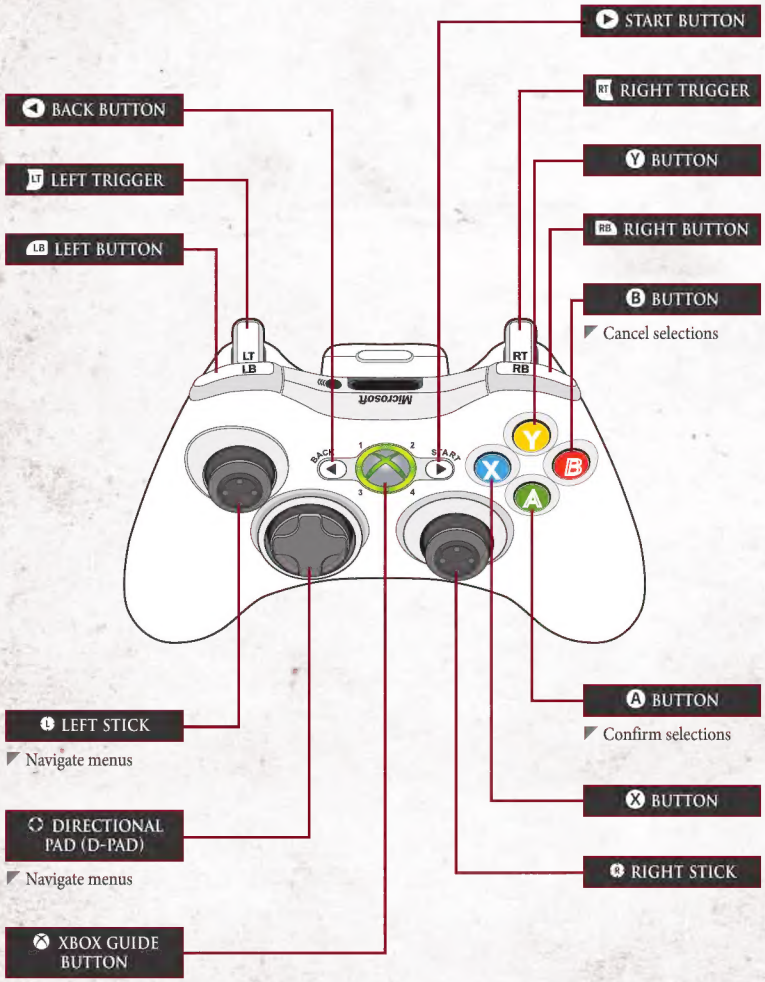
Thank you for purchasing **BIRDS OF STEEL** from Konami. Please read this instruction booklet thoroughly before playing the game. Also, please keep this instruction booklet in a safe place so you can refer to it easily later. **Note:** Konami does not re-issue manuals.

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.

# CONTROLS

This game utilizes the Xbox 360 controller. This manual uses the default button configuration, but the controls can be changed to suit your preferred playing style.




## ● WHEN DIFFICULTY LEVEL (SEE P.10) IS SET TO ARCADE

| | |
|---|---|
| **Left stick up** | Descend |
| **Left stick down** | Ascend |
| **Left stick left/right** | Roll left/right |
| **Right stick left/right** | Yaw left/right |
| **Right stick up/down** | Adjust throttle |
| **Directional pad (D-Pad) - Up** | Retract/extend landing gear |
| **D-Pad Down + Right Stick** | Look around aircraft |
| **B button** | View tactical map |
| **A button** | Change target |
| **Y button** | Change view |
| **X button** | Zoom in |
| **LB Left button** | Launch rocket |
| **LT Left trigger** | Look at target |
| **RB Right button** | Release bomb/launch torpedo |
| **RT Right trigger** | Fire machine gun/cannon |

*Flight controls vary according to difficulty level.*

## CHANGING THE CONTROLS

Controls can be changed from the Controls section of the Options Menu or the Pause Menu. Press the X button to change the controller's layout, or press the Left Button or Right Button to change aircraft controls. (See Options on p.19/Pause Menu on p.11)

You can invert the camera controls and adjust control sensitivity.

Aircraft movement, engine control, and replay controls can also be changed.

# STARTING THE GAME

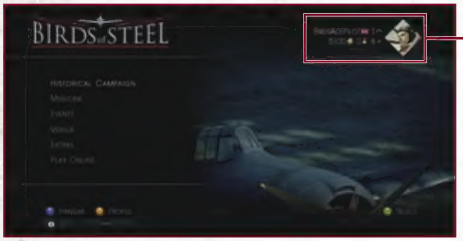
Insert the game disc into the X360 system and load the game. The Title Screen will appear. Press the **START** button to proceed to the Main Menu.

**Connecting to Xbox LIVE**

The game will connect to Xbox LIVE when you proceed from the Title Screen to the Main Menu. The menu changes depending on whether or not you are connected to Xbox LIVE.

## MAIN MENU

Use the D-Pad or the Left Stick to select a mode, and then press the Ⓐ button to proceed. You can also press the Ⓧ button to go to the Hangar, the Ⓨ button to go to the Pilot Profile Screen, or the **BACK** button to go to Xbox LIVE Marketplace. (See Hangar/Profile Screen on p.18)




**PLAYER DATA**

- View online name and the following data:
  - Player rank (see p.11)
  - War Points (see p.11)
  - Medals obtained
  - Aircraft purchased (see p.18)

## ABOUT SAVING DATA

The game automatically saves data when exiting a mode or after changing options in the Options Menu. You will need at least 8MB of free space in the X360 system HDD to save data. (see Options on p.19)

# SCREEN LAYOUT

The main screen in the game is the Flight Screen. You can switch between various perspectives by pressing the Ⓨ button.

## THE FLIGHT SCREEN

**MINI-MAP**

**CROSSHAIRS**

- The gauge around the crosshairs will fill as the machine gun is fired. The gun will overheat and require time to cool down if the gauge becomes full.

**TARGET**

**AIRCRAFT STATUS**

| | | | |
|---|---|---|---|
| **THR** | Throttle | **IAS** | Airspeed |
| **ALT** | Altitude | **MG** | Machine gun bullets remaining |
| **TRP** | Torpedoes remaining | **BMB** | Bombs remaining |
| **RKT** | Rockets remaining | | |

**DAMAGE DATA**

- If your aircraft takes damage, a red arc will appear in the direction from which it occurred.

### TARGETS

Targets that must be destroyed are shown in red, while friendly aircraft that must be protected are shown in blue. You must destroy all enemy aircraft to clear a mission. However, you will fail a mission if all friendly aircraft are destroyed. In addition, the icons displayed vary according to target type.

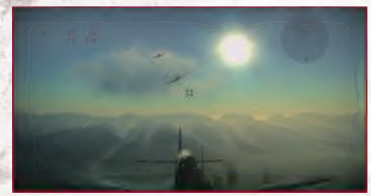
### THE MINI-MAP

The mini-map displays information about nearby enemies and allies. Blinking red or yellow icons represent enemies, and blue or green icons represent allies.

| | | |
|---|---|---|
| Enemy Aircraft | Friendly Aircraft | Friendly Ground Forces |
| Enemy Ground Forces | Friendly Squadron | Waypoint |

## GUNNER VIEW

In an aircraft with a gunner, you can change to the gunner's view by pressing the Ⓨ button. While in this view, move the crosshairs with the Right Stick and press the Right Trigger to fire. The display will differ according to the weapon equipped to the aircraft.



## VIRTUAL COCKPIT VIEW

Virtual cockpit view allows you to check your bearing, roll, and other data.

**BEARING**

- North is represented by 0, and each 10-degree increase clockwise is represented by an increase of 1.

**PITCH SCALE**

- Indicates your aircraft's angle to the horizon.

**WHISKEY MARK**

- Indicates the direction your aircraft is pointing.

## TACTICAL MAP

Press the Ⓑ button to display the tactical map, which contains data such as primary and secondary mission objectives and a map of the area. Completed objectives are marked with a ★, while your current objectives are marked with a ☆. The game does not pause while the tactical map is open, so be sure to check it quickly.

## PILOT LIST

Press the **BACK** button to view the list of pilots participating in the current mission. You can change the pilot you control by highlighting a pilot and pressing the Ⓐ button. Pilots who have been shot down are grayed out and cannot be selected.

### NOTE

### MAKE FULL USE OF THE CROSSHAIRS

If the difficulty level is set to Arcade, the color of the crosshairs will change when they overlap an enemy. You can increase your accuracy by only shooting while the color has changed.

#### ■ TORPEDOES

The crosshairs shown to the right appear when traveling horizontally to the surface of water at a certain altitude. Align the crosshairs with an enemy fleet or aircraft carrier and they will turn green. Be aware that the torpedo crosshairs will disappear if you fly above a certain altitude or roll the aircraft too far.

#### ■ BOMBS

The crosshairs shown to the right appear if your aircraft is carrying bombs. Align the crosshairs with an enemy fleet or aircraft carrier and the crosshairs will turn red. If the crosshairs drift into a blind spot and become difficult to see, press the Left Trigger to zoom in and make targeting easier.

# HISTORICAL CAMPAIGN

Play the Historical Campaign to earn War Points and increase your rank. Doing so will in turn increase the number of aircraft you can purchase.

## CAMPAIGN SELECT

Select the campaign you want to play. You can choose from Tutorial, United States of America, or Japan.

## MISSION SELECT

Select the mission you want to play. A locked mission can be unlocked by clearing the mission directly before it. Select missions shown in yellow to view cut scenes.

LOCKED MISSION

MISSION STATUS

Shows operation map and objectives. Move the right stick up or down to scroll.

## GAME SETTINGS

Use the D-Pad or the Left Stick to change difficulty level, fuel and armament. When ready, press the Ⓐ button to begin the mission.

## MISSION RESULTS SCREEN

A results screen displaying War Points and awards obtained appears after each mission regardless of success or failure. Press the **START** button to view a replay of the mission, or press the Ⓨ button to save the replay.

## EXPERIENCE POINTS (XP) AND RANK

You receive Experience Points (XP) according to your mission performance, and your rank will increase every certain number of points. As your rank increases, so does the number of aircraft you can purchase.

## WAR POINTS

War Points are awarded according to your mission performance. These can be used for purchasing new aircraft and weapons, as well as for repairing aircraft.

## PAUSE MENU

Press the **START** button during a mission in any mode to temporarily pause the game and open the Pause Menu. This menu varies according to mode and mission. Be aware that during online play the game will continue while the Pause Menu is open.

| | |
|---|---|
| **Resume** | Return to the mission. |
| **Options** | Change game settings. |
| **Controls** | Change control settings. |
| **Restart** | Restart the mission. |
| **Bail out** | Crash your current aircraft and move to another friendly aircraft. |
| **Friendly Status** | View data on your allies. |
| **Quit Mission** | Quit the mission and proceed to the Mission Results Screen. |

# MISSIONS

You can play missions under a variety of settings. You can also play with or against other players online by connecting to Xbox LIVE.

Modes that can be played online are marked with ONLINE.

## QUICK MATCH ONLINE

After connecting to Xbox LIVE and choosing the kind of mission, the game will search for sessions you can join. As with Dynamic Campaign, you can create your own session if there are no sessions you can join.

## MISSION SEARCH ONLINE

Mission Search works the same as Quick Match. After choosing a game mode, the game will display a list of sessions you can join. Select the session you want to join to proceed. As with Dynamic Campaign, you can create your own session by pressing the Y button.

## DYNAMIC CAMPAIGN ONLINE

Dynamic Campaign lets you take part in various World War II battles and create your own version of history. The results of the missions you fly will influence future battles. You can also fight cooperatively with others online.

### CAMPAIGN SELECT

Select a campaign. Campaigns include the Siege of Malta and the Battle of Port Moresby. Next, select the battle year and the team you want to join.

### OPERATION OVERVIEW

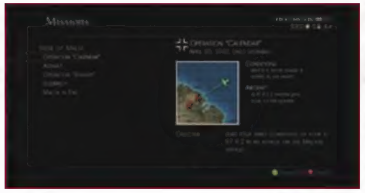
Here you will be able to view the combat theater map and operation details. Press the A button when ready to proceed. You can also view your battle log up to that point by pressing the Y button.

### MISSION SELECT

Select a mission from among Head to Head Combat, Bombers Cover, etc. Take note of the mission objectives and the points you will receive, and then press the A button to continue. After setting fuel, armament, takeoff mode, and camouflage, the mission will begin.

## SINGLE MISSION ONLINE

Play a single mission. Select a region and then the mission you want to play. After setting difficulty level, fuel, armament and game mode, the mission will begin. You can also fight alongside others online.



## MISSION EDITOR ONLINE

This allows you to edit and play your own missions. However, you will not receive War Points or XP.

### MISSION SETTINGS

Select Mission Edit at the Main Menu and a mission will automatically be generated. Use the D-Pad or the Left Stick to change the mission settings. When ready, press the Ⓐ button to proceed. You can also randomize mission settings by pressing the Ⓨ button.

### MISSION PREVIEW

View the mission's objective(s). When ready, press the Ⓐ button to proceed.

### AIRCRAFT SETTINGS

Change the settings for your aircraft, friendly aircraft, or enemy aircraft. When ready, press the Ⓐ button to proceed.

### PLAYER LIST SCREEN

View a list of the players who will participate. You can invite friends from here by pressing the **START** button. When ready, press the Ⓐ button to proceed.

# EVENTS / VERSUS / TOURNAMENTS

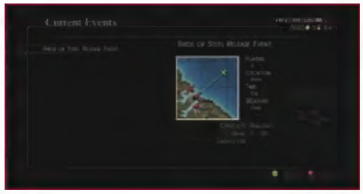
You must connect to Xbox LIVE to play Events, Versus, or Tournaments. These modes include seasonal events and the ability to go head-to-head against other players.

## EVENTS ONLINE

Various seasonal events are available to play at certain times of the year such as Christmas.

### VIEW AVAILABLE EVENTS

Select Events at the Main Menu and a list of events currently being held will appear. The right side of the screen displays the details about each event mission. When you know which mission you want to play, highlight it and press the Ⓐ button to proceed.



### VIEW SESSIONS

Select a session to join from the list of sessions. The mission will start once enough players have joined. You can create your own session if none are available.

## VERSUS ONLINE

Search for other players and jump right into the action, or check out the Leaderboard instead. First to win the designated number of rounds is the overall winner. The Forces Gauge appears onscreen during Versus games.

### FORCES GAUGE

- Your gauge is blue and the enemy's gauge is red. Reduce the enemy's gauge to zero to win the round.

## THE VERSUS RESULTS SCREENS

The Round Results Screen appears at the end of each round in Versus games. Here you can view data such as changes in the Forces Gauge, number of enemy aircraft shot down, and the number of times you were shot down. When all rounds are over, the Versus Results Screen will display the number of times both you and the enemy were downed, as well as how many War Points and XP you obtained.

### ROUND RESULTS SCREEN

### VERSUS RESULTS SCREEN

## QUICK MATCH

After searching for a Versus session you can join, you will proceed to the Player List Screen. Once all players are ready you will continue to the Aircraft Select Screen, and following that the mission will begin. You can create your own session if none are available.

## CREATE SESSION

Create your own session and battle against other players.

### SELECT VERSUS RULES

Select the Versus rules you want to play. Rules include Air Domination and Battlefront Domination. You can add the currently selected rules to your favorites by pressing the ⓧ button. After you have chosen the rules, you will then have to set the difficulty level and weather.

### PLAYER LIST SCREEN

Change your team by pressing the ⓨ button, or invite friends by pressing the **START** button. Once you have the number of players you want, press the Ⓐ button to start the mission.

### AIRCRAFT SELECT SCREEN

Select the aircraft you want to use at the start of the mission. You will need to repair damaged aircraft before they can be used. To do so, select damaged aircraft and press the Ⓐ button.

## MISSION SEARCH

The game will automatically search for sessions you can join. You will see a list showing any sessions found. Select the session you want to join, and the Player List Screen will appear. Once all players are ready, you will then continue to the Aircraft Select Screen, and following that the mission will begin.

## LEADERBOARD

View the pilot leaderboard, which is based on missions won. Press the left or right buttons to change pages, the Left Button to view first place, and the Right Button to view your place. You can also press the **START** button to look back on the previous top 10 lineups.

## TOURNAMENTS ONLINE

Tournaments are held at certain times of the year and allow a group of players to compete head-to-head. Some require that you have a certain aircraft or rank. The procedure for starting a Tournament is the same as starting a Versus Quick Match.

## PLAY ONLINE

If you are not connected to Xbox LIVE, the Play Online option will be displayed in the Main Menu and Mission Menus. If you want to connect to Xbox LIVE and play online, select this option and press the Ⓐ Button.

NOTE

## VIEW HANGAR AND PROFILE

At the Main Menu, press the Ⓧ button to go to the Hangar, or the Ⓨ button to go to the Pilot Profile Screen.

### ■ VIEW HANGAR / PURCHASE AIRCRAFT

The Hangar allows you to check out an aircraft's capabilities or purchase it. To purchase an aircraft, highlight it and press the Ⓐ button. You can take the currently selected aircraft for a test flight by pressing the **START** button.

RANK

PURCHASE INFORMATION

- War Points needed to purchase.
- Rank needed to purchase.
- Indicates that you will receive XP for using this aircraft.
- Aircraft that can be purchased through Xbox LIVE Market Place.

XP

◤ Displays XP earned with this aircraft and the maximum number that can be earned.

CONDITION

◤ Indicates the aircraft's condition. 100% means it is in perfect shape. This number will decrease as the aircraft takes damage.

### VIEW SHOWROOM

Press the Ⓐ button while in the Hangar to enter the Showroom, which allows you to view aircraft from various angles. You can also customize aircraft by pressing the Ⓐ button while in the Showroom. From there, follow the controls that appear onscreen.

### ■ PROFILE SCREEN

View and edit your Pilot Profile.



# EXTRAS

Here you can view Tournament results and change game settings. Refer to the Database to learn advanced flight techniques.

## EXTRAS MENU

| | |
|---|---|
| **Tournament Results** | View Tournament results. These results are viewed in the same way as the Leaderboard (see p.17). |
| **Replays** | Watch saved replays. You can change view and playback speed during replays with the controls you have set in the Controls section of the Options Menu. |
| **Database** | View explanations of flight techniques by category, such as Tactics or even Stunts. Hold down the Ⓧ button while viewing an explanation to hide screen text and switch to explanatory diagrams. |
| **Options** | Change game settings. There are three sections: Game Options, Sound Options, and Controls. |
| **Credits** | View the staff credits. |

## XBOX LIVE PARTY

If you have received an invite from another player, "Xbox LIVE Party" will appear in the menu, Mission or Versus. Choose the mail, then you can join that player's game.

# ONLINE PLAY

## XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

### CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

### FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

Connect to Xbox LIVE to play with or against other players and to view the Leaderboard.

## PRECAUTIONS FOR ONLINE PLAY

When playing online, please keep the following points in mind.

- *Please observe all applicable laws and protocols, and practice respectful behavior at all times.*
- *Operating a microwave oven or similar device while using wireless LAN may interfere with its signal.*
- *Please do not disconnect from games mid-battle.*
- *Try to ensure you will have adequate time to play before you start so you won't have to disconnect prematurely.*
- *Please play fair and refrain from disrespecting other players.*



# FLIGHT TIPS

Here we will discuss several techniques that are useful during missions. In particular, a mastery of rolling will help you greatly when pursuing and getting away from enemies.

## ROLLING IS FUNDAMENTAL TO TURNING

To do a sharp turn, first roll your aircraft left or right with the Left Stick, and then tilt the Left Stick down. When the nose of the aircraft points in the direction you want to head, roll the aircraft back to its normal horizontal position. If you accidentally turn the aircraft too far, move the Right Stick left or right to make fine adjustments to its direction.

## POINT THE NOSE UP FOR LANDINGS

Try to make contact with the runway by lowering your aircraft's altitude naturally. To do so, gradually reduce the throttle while flying horizontally at a low altitude. Also, point the nose up as you make contact with the runway to execute a smoother landing and avoid damaging the aircraft.

Keep the aircraft horizontal while flying at a low altitude. Only point the nose up just before you land to ensure both your front and rear wheels hit the ground simultaneously.

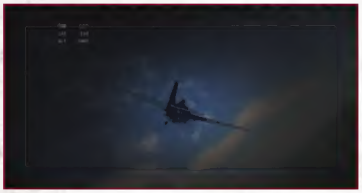
After landing, keep the right stick tilted down to apply the brakes and stop the aircraft.

## HOW TO AVOID LOSING A TARGET

You can have the camera follow a target by pressing the Left Trigger after targeting the enemy with the Ⓐ button. This will tell you the altitude and distance differences between you and the target. The mini-map in the upper-right corner of the Flight Screen will continue to display the locations of other enemies, allowing you to remain aware of other potential targets.

## WHAT TO DO IF YOUR AIRCRAFT SPINS

Your aircraft can go into a spin if its altitude increases too quickly. You can pull out of a spin by tilting the Left and Right Sticks in opposite directions. For example, you would either move the Left Stick left and the Right Stick right, or vice versa.



Lower the throttle and tilt the left and right sticks in opposite directions to get out of the spin.

Once out of the spin, bring the aircraft back under control by returning it to its normal horizontal position and gradually increasing the throttle.

Depending on your television, there may be a slight delay between inputting a control and the corresponding action appearing onscreen. If this occurs, contact the manufacturer of your television to find out whether your television is suitable for playing games.



## WARRANTY

Konami guarantees that this Xbox 360 DVD is supplied by them in full working order and free from defect. If this Xbox 360 DVD fails to work or develops a fault, either return it to the place of purchase or Konami will guarantee to replace it (if within 90 days of purchase). In such cases, return your Xbox 360 DVD by post to the address below together with a till receipt or other proof of purchase. Please describe the problem as fully as possible. Do not forget to include your name, address and telephone. This guarantee applies only within the UK and Eire and does not apply if the Xbox 360 DVD has been damaged by misuse, tampering or through any reason other than a manufacturing fault.

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